What is claimed is:

1.   A method for employing a Hypertext Transfer Protocol (HTTP protocol) for transmitting streamed digital media data from a server, said server being configured for coupling to a client computer via a computer network, comprising:

5   receiving at said server from said client an HTTP POST request, said POST request requesting a first portion of said digital media data and including a request header and a request entity-body, said request entity body including a media command for causing said first portion of said digital media data to be sent from said server to said client; and

10   sending an HTTP response to said client from said server, said HTTP response including a response header and a response entity body, said response entity body including at least a portion of said first portion of said digital media data.

2.   The method of claim 1 wherein said digital media data represents live video data, said live video data representing data to be rendered at said client as an event related to said live video data is being recorded.

3.   The method of claim 2 wherein said media command includes a REWIND command and said first portion of said digital media data represents digital media data that is earlier in time than a video frame currently displayed at said client.

4.   The method of claim 2 wherein said media command includes a FAST FORWARD command and said first portion of said digital media data represents digital media data that is later in time than a video frame currently displayed at said client.

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5.   The method of claim 2 wherein said media command includes a LIVE PLAY command and said first portion of said digital media data represents digital media data that is recorded live.

6.   The method of claim 2 wherein said media command includes a REAL-TIME PLAY command and said first portion of said digital media data represents digital media data that is stored earlier and streamed through said server.

7.   The method of claim 2 wherein said HTTP protocol is permitted on only a selected port of said server, said HTTP port request and said HTTP response being multiplexed through said selected port.

8.   The method of claim 7 wherein said selected port represents one of a port 80 and a port 8080 on said server.

9.   The method of claim 8 wherein said server is employed to receive a plurality of HTTP requests from other clients coupled to said server, said plurality of HTTP requests also being muliplexed via said selected port.

10.   The method of claim 8 wherein said HTTP request includes a unique ID, said unique ID identifying said digital media data as digital media requested by said client, said unique ID being assigned by said server when said client establishes connection with said server.

11.   A computer readable medium containing computer readable instructions for transmitting streamed media data employing a Hypertext Transfer Protocol (HTTP protocol) from a server, said server being configured for coupling to a client computer via a computer network, said computer readable instructions implementing the steps of:

receiving at said server from said client an HTTP POST request, said POST request requesting a first portion of said digital media data and including a request header and a request entity-body, said request entity body including a media command for causing said first portion of said digital media data to be sent from said server to said client; and

sending an HTTP response to said client from said server, said HTTP response including a response header and a response entity body, said response entity body including at least a portion of said first portion of said digital media data.

12. The computer readable medium of claim 11 wherein said digital media data represents live video data, said live video data representing data to be rendered at said client as an event related to said live video data is being recorded.

13. The computer readable medium of claim 12 wherein said media command includes a REWIND command and said first portion of said digital media data represents digital media data that is earlier in time than a video frame currently displayed at said client.

14. The computer readable medium of claim 12 wherein said media command includes a FAST FORWARD command and said first portion of said digital media data represents digital media data that is later in time than a video frame currently displayed at said client.

15. The computer readable medium of claim 12 wherein said media command includes a LIVE PLAY command and said first portion of said digital media data represents digital media data that is recorded live.

16. The computer readable medium of claim 12 wherein said media command includes a REAL-TIME PLAY command and said first portion of said digital media data represents digital media data that is stored earlier and streamed through said server.

17. The computer readable medium of claim 12 wherein said HTTP protocol is permitted on only a selected port of said server, said HTTP port request and said HTTP response being multiplexed through said selected port.

18.   The computer readable medium of claim 17 wherein said selected port represents one of a port 80 and a port 8080 on said server.

5   19.   The computer readable medium of claim 18 wherein said server is employed to receive a plurality of HTTP requests from other clients coupled to said server, said plurality of HTTP requests also being muliplexed via said selected port.

20.   The computer readable medium of claim 18 wherein said HTTP request
10   includes a unique ID, said unique ID identifying said digital media data as digital media requested by said client, said unique ID being assigned by said server when said client establishes connection with said server.